

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of the Claims:**

1. (Currently Amended) A network media environment, comprising:

a first hub network including a first server and a first client, and said first server is connected to said first client;

a second hub network including a second server and said first client, and said second server is connected to said first client, such that said first hub network and said second hub network overlap;

wherein said first client stores first content bound to said first hub network and stores second content bound to said second hub network, and

wherein content bound to a hub network is represented by locked content data and corresponding licenses stored on a server connected to the hub network, and the bound content can only be played or presented through a compatible compliant device that is bound to the hub network.

2. (Currently Amended) The network media environment of claim 1,

wherein said first server, said first client, and said second server are each compliant devices, and

a compliant device that is a member of a hub network will not play or present bound content that is not bound to that hub network.

3. (Currently Amended) The network media environment of claim 1,  
wherein said first client stores said first content in a first sub-copy version of ~~locked content data~~ having a first license bound to said first hub network and stores said second content in a second sub-copy version of ~~locked content data~~ having a second license bound to said second hub network, and  
wherein a sub-copy version is a copy of the locked content data representing the bound content bound to a hub network.

4. (Original) The network media environment of claim 3,  
wherein said first client is a compliant device, and  
a compliant device that is a member of a hub network will not present bound content that is not bound to that hub network.

5. (Original) The network media environment of claim 3,  
wherein each sub-copy version has a corresponding license that is bound to only one hub network.

6. (Original) The network media environment of claim 1, wherein  
said first server stores said first content bound to said first hub network, and  
said second server stores said second content bound to said second hub network.

7. (Original) The network media environment of claim 6, wherein

said first server stores said first content in a first source version of locked content data, and

said second server stores said second content in a second source version of locked content data.

8. (Original) The network media environment of claim 7, wherein  
said first source version has a corresponding first root license bound to said first hub network, and  
said second source version has a corresponding second root license bound to said second hub network.

9. (Original) The network media environment of claim 1, wherein  
said first hub network defines a first local environment based on said first server,  
and  
said second hub network defines a second local environment based on said second server.

10. (Original) The network media environment of claim 9, wherein a local environment for a hub network is a limited area defined relative to the server in that hub network.

11. (Original) The network media environment of claim 9, wherein a local environment for a hub network is a limited logical area defined relative to the position of the server in that hub network.

12. (Original) The network media environment of claim 9, wherein a local environment for a hub network is defined by travel time of packets within that hub network.

13. (Original) The network media environment of claim 1, wherein  
said first hub network has a first local environment,  
said second hub network has a second local environment, and  
said first local environment and said second local environment overlap such that  
said first sever, said first client, and said second server are each in both the first local environment and the second local environment.

14. (Original) The network media environment of claim 1, wherein  
said first client is connected to a terminal device for presenting content, and  
said terminal device is not a member of said first hub network and is not a  
member of said second hub network.

15. (Currently Amended) A network media environment, comprising:

a first hub network including a first server and a first client, and said first server is connected to said first client;

a second hub network including a second server and said first client, and said second server is connected to said first client, such that said first hub network and said second hub network overlap;

wherein said first server stores first content in a first source version of locked content data,

said first server stores a first root license bound to said first hub network for said first source version,

said second server stores second content in a second source version of locked content data,

said second server stores a second root license bound to said second hub network for said second source version,

said first client receives said first content streamed from said first source version by said first server, and

said first client receives said second content streamed from said second source version by said second server, and

wherein a source version of locked content data which is bound to a hub network by a root license can only be played or presented through a compatible compliant device that is a member of the hub network.

16. (Currently Amended) A network media environment, comprising:

- a first hub network including a first server;
- a second hub network including a second server and said first server, and said second server is connected to said first server, such that said first hub network and said second hub network overlap;

wherein said first server stores a first license and a first version of locked content data, and said first version stores first content,

said first server stores a second license and a second version of locked content data, and said second version stores second content,

said first license is bound to said first hub network, ~~and~~

said second license is bound to said second hub network, and

wherein a version of locked content data which is bound to a hub network by a license can only be played or presented through a compatible compliant device that is a member of the hub network.

17. (Original) The network media environment of claim 16, wherein

said second server stores a third license and a third version of locked content data,

said third version stores said second content, and

said third license is bound to said second hub network.

18. (Currently Amended) A hub network, comprising:  
a server storing a root license and a source version of locked content data;  
a client connected to said server, and storing a first license, a first sub-copy version of locked content data, a second license, and a second sub-copy version of locked content data;

wherein said source version of locked content data stores first content,  
said root license is bound to said hub network,  
said first sub-copy version stores said first content,  
said first license is bound to said hub network,  
said second sub-copy version stores second content, and  
said second license is bound to another hub network,

wherein a source version of locked content data which is bound to a hub network by a root license can only be played or presented through a compatible compliant device that is a member of the hub network.

19. (Original) The hub network of claim 18, wherein said hub network defines a local environment including said server and said client.

20. (Original) The hub network of claim 19, wherein said local environment is a limited area defined relative to said server.

21. (Original) The hub network of claim 18, wherein  
said client is a compliant device, and  
a compliant device that is a member of a hub network will not present bound  
content without a license that is bound to that hub network.